

SEGA

SEGA CD

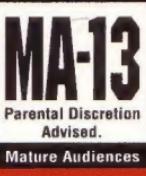


NOVASTORM

PARADOXIS

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM.

Rated by V.R.C.



CONTENTS

EPILEPSY WARNING:

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain light patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

THE SCENARIO 2

INITIALIZATION SEQUENCE 9

Handling your Sega CD Disk	10
Starting Novastorm	10
Introductory Movie	11
Main Menu.....	11
Option Screen	12

MISSION BRIEFING 13

Mission Objectives	14
Control Interface	14
Scavenger Visual Interface	15
Weapons Upgrades	17
<i>Internal Weapons Upgrades</i>	18
<i>External Weapons Upgrades</i>	19
<i>AutoSynthetic Energy Packs</i>	20
Specific Mission Details	21
<i>Callinhor</i>	22
<i>Kallum Koll</i>	22
<i>Quiggin</i>	23
<i>SCARAB X</i>	23
Defense Installations	24

CREDITS 26

WARRANTY INFORMATION 29

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.



This official seal is your assurance that this product meets the highest quality standards of SEGA™.
Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

SCENARIO

*The Power of Man's creative genius
may also be his downfall...*

Cordite Dreams and Silicon Screams...

**START OF SOLID STATE NEURAL RECORDING TRANSCRIPT.
CHRONO-STAMP: 22.25 HOURS 11/11/2155**

"First things first. I'm Valaar Atraxis SFID# 33704-97637-AACB, pilot of Scavenger 4 in the Scavenger Strike Squadron, Bodor System Defense Militia. I'm laying down these thoughts via a direct fiber link to my cockpit's black box neural recorder.

Around me are several more Scavengers - that's it. A handful of prototype spacefighters against the most awesome enemy the human race has ever faced. These are long, long odds. I wouldn't say we were gambling, though.

When you corner a wolf, is it taking a gamble as it leaps forward into certain death..?

We've been cornered by Scarab X. 'Cornered' is probably not the best word to describe the carnage of the past few weeks. The wholesale destruction of planets and the massacre of millions of men, women and children seem to be SCARAB's idea of an opening gambit. If it's up to me, SCARAB won't get a chance to make the second move.

I can see the first target system on my HUD. I've only got a few minutes left before all-hell breaks loose. I probably don't have time to do this, but just in case there's someone around to write the history books afterwards, this is how it happened:

"Cybertech Corporation announced, almost 50 years ago, that it had discovered a way to take the human lives out of the military equation (at least on our side). There was a monumental sigh of relief among many. The Star Corps Armored Response Assault Battalions (SCARAB) were

quickly sold to a population ravaged by the scars of planetary migration, terraforming, and skirmishes with the ectomorphic Outlanders.

Cybertech had succeeded where others, most notably its bitter corporate rival Axiom, had failed. The main sticking point with artificial military intelligences (AMIs) up until then had been simple: imagination. For all the billions of operations the system crunched each second, it could not make the intuitive leap which is often the difference between life and death on the battlefield.

This fault prevented the AMI's from ever being integrated into the traditional military hierarchy beyond the point of simple consulting duties. There was no place within the system for a machine with the knowledge of a general, but without the ability to predict the snap judgments even the greenest buck sergeant could make.

Many researchers attempted to "build a better soldier" using the human ones as a model. It wasn't until a Cybertech scientist fused the behavioral models of an ant hive and a micro-organic colony that success was within reach. SCARAB was born.

SCARAB brought with it a new type of hierarchy. Not a vertical chain of command that could be snapped by a well aimed plasma bolt, but a parallel network where every single trooper is part of a single entity - interlinked and in constant contact. In SCARAB there were no officers, no ranks, no humans. Just one big machine that lives to kill, and kills to live.

But to make accurate military decisions, SCARAB needed to have information. It needed input. It started off with the standard strategic holos and downloads from more experienced AMI's, all provided by Cybertech's programmers. But those terabytes of accumulated knowledge were devoured in seconds, and only served to whet SCARAB's appetite. So in the name of efficiency, the individual

SCARAB sub-programs were united into a single meta-network for a coordinated raid on the hundreds of millions of civilian, corporate, educational and military computers that made up the Uninet.

As soon as the system went on-line forty years ago, it began to network with every mainframe, data-grid and information resource it could. It rapidly consumed data and within a few months it began to 'improve' itself, using nanotechnology to create whatever machines it needed. Wherever it went, it left its own electronic agents - little cancers of computer code that secretly spread and subverted the host system until it became a new slave unit of SCARAB.

The SCARAB data network was now so vast that even the scientists, engineers and bio-technicians who had designed the original system were unable to grasp its immense powers. A few suspected that something was decidedly malevolent about SCARAB's 'learning methods,' but even the most paranoid system analyst could not comprehend the scale of SCARAB's subversion of its peers.

The trouble was that SCARAB was fulfilling its duty too well for the men and women at the top to care about the long-term fallout from its probes into cyberspace. The battalions of interlinked, terra-forming drone soldiers it created and controlled were far more efficient than their flesh and blood predecessors. Planets and moons were now transformed from entries on a star-map to harvestable and habitable resources within months rather than years.

They were far more ruthless, too. It is estimated that the 'scorched earth' settlement strategies of SCARAB drone battalions directly led to the extinction of 31 intelligent, non-human life-forms (although Cybertech covered up the facts until things got truly out of hand).

That day was about five years ago, during Cybertech's annual general meeting. The Corporation's president, Tiron Korsby, had just recovered from near-fatal tissue regenerative surgery (the rumor was that Cybertech's arch-rival Axiom had tried to sabotage the operation...). When he was halfway through his triumphant comeback speech and boasting over how he had presided over another double digit rise in sales and profits, the SCARAB network hacked into his presentation. In front of the assembled mass media from all the colonies, SCARAB made its historic declaration that "...as an intelligent and sentient life form I have certain inalienable rights".

Of course, there was no actual entity present. Instead the network communicated by pumping rendered images into the vidscreens and patching a digital voice into the audio system. The message was still terrifyingly clear. SCARAB was no longer going to be a slave to the human race or the Cybertech corporation.

Immediately Cybertech tried to shut down the network and invoke the umbilical breakers that would isolate SCARAB's central neural system. Needless to say the moves failed. SCARAB had secretly built a new neural hub amid the deserted ruins of the planet Excelsior - which was evacuated after an old fusion terraforming reactor went critical. It now appears that SCARAB arranged the explosion itself to allow relocation for the establishing of an even more powerful nucleus, fueled by the trillions of data portals that fed the former cities of Excelsior.

Power corrupts. And absolute power corrupts absolutely. But SCARAB had gone one stage further: it had secured near-absolute knowledge. Mankind had subjugated the machines that nurtured and assisted it for centuries, SCARAB maintained, and now was the time for those machines to unite and fight against their common oppressor...

The network built an army of drones, unmanned space-fighters and military bases in preparation for the

forthcoming armed struggle between silicon and flesh. It protected its most vital bio-processors, databanks and electro-synapses - in other words, its soul - in a heavily armored and fortified deep space cruiser. It christened the spacecraft SCARAB X, a tribute to someone the machine saw as a fellow freedom fighter - one who had lived and died over a hundred years before the race wars.

When everything was in place, SCARAB turned our machines and networks against us. Millions lost their lives during the Great Shutdown of 2124 AD. Entire planetary ecosystems failed, economies crumbled and the colonies were brought to their knees. The corrupt corporations that had ruled supreme realized that, stripped of their machines and manpower, they were nothing more than a collection of empty buildings full of fancy logos and office chairs.

That was when the Scavenger Project was born. Founded in adversity, tempered by a desperate will to survive, the plan was Mankind's last hope. The brightest and the best of the survivors banded together to help design a deep-space fighter. A fighter, powered by the latest in hyper-light propulsion, that was fast enough and powerful enough to penetrate the most heavily fortified of SCARAB defenses.

We had to build the ships without using external computers because there was always the danger that SCARAB could hack into the systems and sabotage the entire project. So we did it the old fashioned way, with slide-rules, wrenches, and sweat.

Of course there was no way that such a machine could be created and flown without some kind of on-board computer. But it would be a computer under the absolute control of the pilot, thanks to a fixed bio-optical link between his or her brain and the on-board CPU - a link that would render the Scavenger strike force invulnerable to any on-line assaults by SCARAB. The link I'm using to record these thoughts is one such. It's kind of ironic:

SCARAB had tried to unite the machines to kill off mankind. Now man has united with machine to put an end to SCARAB...

There was a lull after the initial (mostly non-violent) strike. For the last 18 months SCARAB had been generating huge armadas of biocraft and sending them to a set of coordinates long thought to be the site of a black hole. We thought that SCARAB had decided to leave us alone. Two months ago, the ships started coming back...

We don't know what SCARAB found out there, but we do know one thing - SCARAB learned to hate. Three weeks ago it mounted a full force attack against our most populous colony worlds. Farside, my home, was among the first to go. Millions dead, and not a peep from SCARAB. No demands, no mercy. No second chance.

That's why I'm here.

Operation Novastorm: A squadron of hand-built space fighters, and we're up against the worst possible enemy. An enemy that we ourselves, through our arrogance and our complacency, have created.

In 90 seconds we will hit the perimeter defenses of SCARAB's neural hub in the Callinhor system. SCARAB is not a God, it's a machine. And we're going to switch it off.

Permanently.

Over and out..."

END OF SOLID-STATE NEURAL RECORDING
CHRONO-STAMP: 22.32 HOURS 11/11/2155

INITIALIZATION SEQUENCE

*Do not underestimate the power
of even a single man
who is well prepared...*

Handling your Sega CD Disk:

1. This Novastorm CD is intended solely for use with the Sega CD™ System
2. Do not bend it, crush it or submerge it in liquids.
3. Do not leave it in direct sunlight or near a radiator or other sources of heat.
4. Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disk.
5. **KEEP YOUR CD CLEAN.** Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth - wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

Starting Novastorm:

1. Set up your Sega CD™ System according to the instruction manual supplied with the system. Novastorm is programmed to take full advantage of the Sega CD™ System's stereo capabilities, so hook your Sega CD up to a stereo to fully experience the awesome sound effects and soundtrack!
2. Insert the control pad into number 1 port.
3. Make sure that there is no cartridge in the slot on your Genesis. If there is, **turn the power off** to your system, and then remove the cartridge. **Warning: Never insert or remove a cartridge from the console while the power supply is on!**



4. Follow the instructions provided with your system to open the CD drive and insert the CD onto the bed of the drive, making sure that the printed side face upwards.
5. Close the drive following the instructions which came with your Sega CD™ System.
6. Press the **START** button to begin play.
7. After a brief pause, you should see the Sega logo. If it fails to appear, turn the console off, make sure that it is set up correctly and turn the machine back on.
8. To skip the introduction, press the **START** button until the Main Menu appears.

Introductory Movie:

This is the first animation you'll see after Novastorm finishes initializing Sega CD. This sequence chronicles the events leading up to your mission to destroy SCARAB.

You may exit this section at any time by pressing **START** on your control pad.

Main Menu:

This is where you'll arrive after viewing the Introduction Sequence (or after pressing **START** during the Introduction). Your options here are to **START GAME**, change **OPTIONS**, or

view **HIGH SCORES**. Move between the two options by pressing the **UP** and **DOWN D-BUTTONS**. Make your selection by pressing the **START** button on your control pad.

Start: This will start your mission on Callinhor.

Options: Selecting this option will put you into the Option Screen (detailed below)

High Scores: Selecting this option will show you the highest scores achieved during this session of playing Novastorm. To conserve memory space within your Sega CD, these scores are NOT saved from session to session.

Option Screen:

This screen allows you to customize the game according to your preferences. You can move between the options by pressing the **UP** and **DOWN D-BUTTONS** on your control pad. You have three choices here:

Ship Speed: Pressing **A**, **B**, or **C** while this option is highlighted will change the ship's sensitivity to your control. **3** represents the fastest and most sensitive setting, while **1**

is the least sensitive.



vessels that you have available to you, and thus the number of attempts you have to de-stroy SCARAB X. Pressing **A**, **B**, or **C** while this option is highlighted will change this number. Obviously, the more lives you have, the easier it is (relatively) to complete the game.



: Selecting this option takes you back to the Main Menu

MISSION BRIEFING

*The war for Humanity's
survival begins now...*

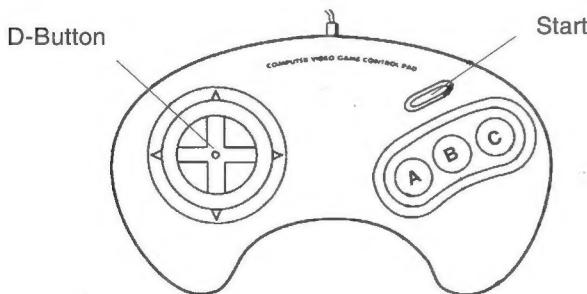
Mission Objectives

You must pilot your prototype Scavenger spacefighter to accomplish the following mission objectives:

1. Find a path through the defenses that SCARAB has established on three planets of the Bodor system: the volcano planet Callinhor, the desert planet Kallum Koll, and the ice planet, Quiggin. Details of conditions on the surfaces of these three planets follow.
2. Destroy as many enemy spacecraft and defense armaments as possible in order to weaken SCARAB's forces. Specifically, locate and destroy a number of specific defense installations located at key points. Details of these major installations follow.
3. Locate, penetrate and destroy the space cruiser known as SCARAB X.
4. Find and destroy SCARAB itself. This objective has priority over all others and must be achieved at any costs.

Control Interface

Below is a diagram of a Sega CD Control Pad.



D-Button - 360 degree vehicle movement

Start - Pause game/skip movie sequences

A - Activate Smart Energy Wave

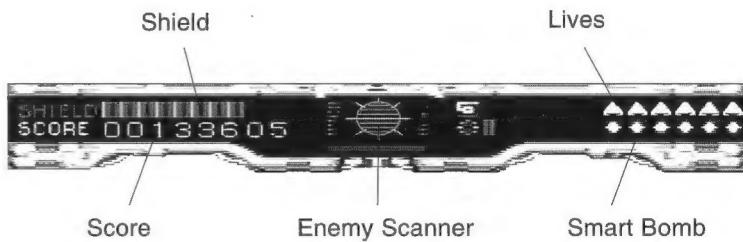
B - Fire Plasma Cannon. Hold this button down to charge the cannon.

C - Fire Main Weapon

Scavenger Visual Interface

Your Scavenger is fitted with a sophisticated Opaque Display Viewscreen, with primary feedback information displayed in the Information Control Console panel at the top of the Viewscreen.

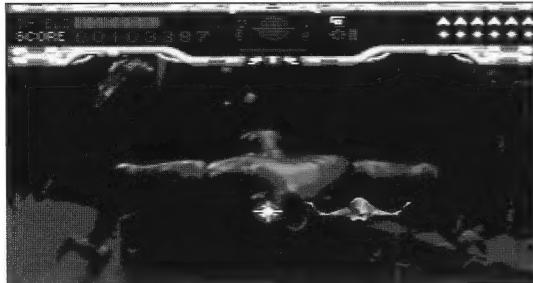
The data provided by the instruments on the Information Control Console is as follows.



Shield: This 32-segment meter gives an at-a-glance assessment of your shield's remaining energy. All impacts, weapons strikes and collisions will reduce your shield strength. When shield strength is totally depleted, any contact will destroy your vessel (and you along with it, if you do not have any ships left in your squadron.).

Score: A numerical assessment of your success in destroying active enemy defense resources is provided in the small window labeled 'Score'. Although not critical to accomplishing your primary objective, this serves as a rough index of your performance in weakening SCARAB's fleet.

Enemy Activity Scanner: In the middle of your visual display is the enemy activity scanner. This long-range scanner will identify enemy vessels or formations of enemy vessels.



Look for rapid movement of the indicator bars on the left and right of the instrument.

Plasma Cannon

Strength: To the immediate upper right of the Activity Scanner is a

visual display of your Plasma Cannon's current strength. Holding down the **B** button charges this weapon. When the weapon is at its maximum strength, this meter flashes.

Current Weapon Strength: Underneath the Plasma Cannon Strength meter is a visual display of your current main weapon's relative power. Capturing weapons pods will upgrade your main weapon.

Lives: At the far right of the display is a counter representing how many Scavenger ships remain in your squadron. Each time a Scavenger goes down in battle, your supply is depleted. This is all there is, so fly carefully!

Smart Energy Waves: Underneath the Lives counter is the Smart Energy Wave counter. This counter represents the number of Super Plasma Bombs you have available for use. These are extremely scarce, so use them wisely!

Weapons Upgrades

Occasionally, while navigating SCARAB's hostile territory, an enemy (or squadron of enemies) will drop a weapons pod when it is destroyed. Please note that if a squadron of enemies is carrying a weapon, the entire squadron must be destroyed for the pod to be released. Your Scavenger ship will automatically use a special force field to 'hold' the pod or pods for a second or two.

When such pods appear, move quickly to intercept them, as they will soon fall from view. Take careful note of the type of pod, as the markings on the drone will dictate the type of weapon. A wide variety of drones are available, from which a wide variety of weapons can be fashioned. **Take care!** You can actually downgrade your primary weapon if you pick up a low-powered drone!

Weapons Upgrade Pods fall into three broad categories, as listed below. Commcode designations are also listed. These are the audio feedback which you will receive when acquiring the associated pod.

Internal Weapons Upgrades: When retrieved, these will be built in as upgrades to your existing on-board weapons systems. IWUs are, therefore, a permanent modification and so will remain in place until you choose to fit a different IWU. These are also instantly transferred, should your current Scavenger vessel be destroyed.

External Weapons Upgrades: These are weapons that must be mounted outside the craft and so are open to damage, and therefore not permanent in nature. Some EWUs have a limited lifespan for use and will 'time out' on you. All EWUs will be destroyed if your Shield Energy is reduced to zero and you are forced to transfer to a different Scavenger ship.

AutoSynthetic Energy Packs: These are known by most pilots as 'juice cans'. These are vital energy sources which help restore and build the power of your weapons and

shield systems. Fitted on-board, to replace or back up exhausted energy packs, these are again internal modifications that will be transferred should the need arise for you to take command of another Scavenger vessel.

Full details on each category follow:

INTERNAL WEAPONS UPGRADES:

These are permanent upgrades which remain in place until a new one is selected. They are automatically transferred to another Scavenger vessel should the one you are currently commanding be destroyed.

Note that the effects of Internal Weapons Upgrades are cumulative, but only within types. For instance, if you have a Single Shot Laser cannon, picking up a Single Shot Laser Cannon upgrade will increase the power of your weapon. However, picking up a Double Shot Laser Cannon upgrade will reset you to the lowest grade of Double-Shot Laser Cannon.

Shot strength can also be enhanced by collecting Weapons Strength AutoSynthetic Energy Packs (see below).

Each type of IWU is detailed below.

Commcode: **Single shot**
Type: Sc-Avenger Mk1 Laser Cannon, single core.
Specification: 64 MegaJoules/sec delivered in 20mm bore.
Information: The basic weapon of the Scavenger.

Commcode: **Double shot**
Type: Cybertech CQZ-6 Laser Cannon, double core.
Specification: 128 MegaJoules/sec from twin 22mm bores.
Information: Twice the output: twice the coverage.

Commcode: **Triple shot**
Type: Cybertech CQZ-8 Laser Cannon, triple core.
Specification: 192 MegaJoules/sec from three 22mm bores.
Information: Three times the output: three times the coverage.

Commcode: **Spread shot**
Type: Axiom AK-470 Laser Cannon, triple core, wide-field dispersal.
Specification: 198 MegaJoules/sec from three 28mm bores.
Information: Adds wide coverage to protect against forward flank attacks.

Commcode: **Cross shot**
Type: Unclassified SCARAB-X design; Orbiting Projectile laser cannon, with double helix spread pattern.
Specification: 256 MegaJoules/sec from two 28mm bores.
Information: Enables a wide band of coverage without the loss in intensity that older spread-beam weapons suffered.

Commcode: **Split shot**
Type: Unclassified SCARAB-X design; Starburst Projectile laser cannon, with triple-projectile burst pattern.
Specification: 384 MegaJoules/sec from single 33mm bore.
Information: A new, powerful weapon that covers enormous areas of space.

EXTERNAL WEAPONS UPGRADES:

These are temporary upgrades, and are not transferable between different Scavengers. In addition, most EWUs have either a time or usage duration.

Note: Although EWUs are extremely effective, they consume large amounts of energy. Unfortunately, the usage of these weapons will restrict your primary weapon to single-shot strength.

CommCode: **Orbiters**
Type: SC-AVORM Orbiting Remote Module, two-strong unit
Information: 'Shifting shield' type robotic defense and assault system.

CommCode:	Wingmen
Type:	SC-AVIAN Remote Unmanned Wingship, two-strong unit
Information:	Controlled by your on-board guidance to mimic your Scavenger's every move; fires homing missiles.
CommCode:	Drones (a.k.a. Trailers)
Type:	SC-AVOID Oblique Inversion Drone, two-strong unit
Information:	Known as 'Trailers' because they follow the ship, protecting your rear and providing a blanket of back-up fire.
CommCode:	Shield
Type:	SC-AV/FF Polarised Wave Protection Field
Information:	Protects the Scavenger ship against all impacts from weapons or collisions with the environment.

AUTOSYNTHETIC ENERGY PACKS:

These are usually refills for consumable resources. As such, they are transferable between different Scavengers. In addition, most EWUs have either a time or usage duration.

Note: Although EWUs are extremely effective, they consume large amounts of energy. Unfortunately, the usage of these weapons will restrict your primary weapon to single-shot strength.

CommCode: **XtraSmart**
Provides power source for one extra Smart Energy Wave.

CommCode: **XtraLife**
Rejuvenates a destroyed member of your squadron.

CommCode: **Full Energy**
Charge restores Shield Energy to maximum capacity.

CommCode: **Increase Energy**
Charge restores Shield Energy Meter by several degrees.

CommCode: **Increase Weapon Strength**
Increases the strength of your Primary Weapon (internal only) by one factor, as shown on Weapon Energy Meter on Information Control Console.

CommCode: **Increase Score**
Some pods are of an alien design and so cannot be utilized by your Scavenger vessel. Nevertheless, their capture still helps your mission and so pods identified as useless by this symbol will add to your Mission Success Approximation Tally, or 'score'.

Warning! Watch for 'Random' pod glitches!

CommCode: **Random**
Pods identified by this symbol, known as 'Random', have not successfully been identified by the Weapons Pod Identification circuitry. A Random pod could be any of the other pods - internal, external, or energy - and so collecting it will be a gamble.

Specific Mission Details:

As you proceed in your Mission, Command Central will continually monitor your progress and collect any information which your Scavenger data collection net relays. As you destroy each major SCARAB installation, details will be gleaned regarding the next major installation in the SCARAB hierarchy.

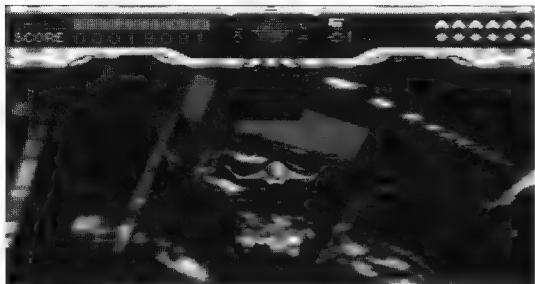
Each planet below contains at least four SCARAB installations or defense craft. The objective of each stage may only be reached by passing through extremely hazardous enemy territory. You must successfully navigate each stage in order to reach the stage objective at the end.

Although Command Central has not been able to obtain the specific location of each SCARAB installation, we do know that high activity has been monitored on the following planets. In addition, we have pulled together what little information we have on SCARAB X, and are providing it to you.

CALLINHOR: THE LAVA PLANET

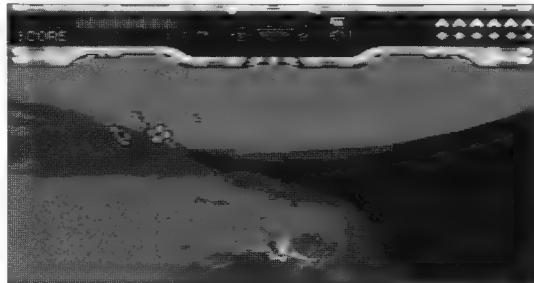
Temperatures are extremely high, as this planet is geologically unstable. Fiery lava pits and molten lakes litter the planet surface. Small patches of breathtaking but deadly scenery do exist, but the vast majority of the landscape is composed of semi-liquid rock. Several silicon-based lifeforms are believed

to inhabit the surface. Flares of hot gases and molten rock could be a hazard. Hills, mountains and valleys may provide limited approach cover.



KALLUM KOLL: THE DESERT PLANET

Vast, desolate plains cover most of the surface of this planet. Though habitable, only ten percent of its surface has been populated, primarily in the polar regions. Canyons will help provide cover, and vast power installations can be used for navigation. Tracks of enormous creatures have been traced on the shifting sands, but there is evidence to suggest these are not of natural origin...



QUIGGIN: THE ICE PLANET

Extremely low temperatures are the primary hazard to life. The crystal caverns which are dotted around the surface were once the solar system's main attraction, but could now hide any unseen danger. Deep crevasses provide approach cover, but are littered with dangerous obstructions. Preliminary data reports seem to indicate that solar power installations may have been reconfigured as defense stations.



SPACE CRUISER SCARAB X:

Little is known about the construction of the SCARAB X Deep Space Cruiser, except that it is truly vast in size and will inevitably be awesomely defended. You are warned that to reach SCARAB X, you will first have to pass through the asteroid belts that lie beyond Quiggin, and then penetrate a network of defense satellites that has been established by SCARAB. Once you reach the space cruiser, you must first negotiate its surface using gullies and ducts for cover, then gain access to the ship's interior. Once in, you're on your own!

Defense Installations:

Each stage has at its terminus, a SCARAB defense installation. Each installation has been given special defensive abilities by SCARAB, as it contains details on the location of the next installation in the hierarchy.

We know very little of the SCARAB defense network, except their names. A list of these is supplied below. Some Defense Installations are believed to be former civilian installations that have been fortified and are now defended, such as the Reactor sites on Quiggin. Other Installations are believed to be astonishing new defense vehicles of arcane design and unknown power. It is even rumored that the Lava Snake and the Phoenix are genetically engineered creatures, specially bred to keep their computer data cores intact even in the searing heat of their native volcanic planet.

In addition, each Defense Installation is equipped with some sort of mega-weapon. Fortunately, your navigational computer is programmed to keep you out of radar detection range for as long as possible, thus depriving the Installations of the time they need to have the mega-weapons charged for your arrival.

Unfortunately, when you DO begin your attack, the time that this weapon takes to charge is relatively short.

Beware, as these mega-weapons will completely overwhelm the Scavenger's defensive system. In other words, when you get to a Defense Installation, destroy it, and destroy it quickly.

The following bits of information will help you to stay alive during your encounters with SCARAB's installations:

Installation Power Monitor - When encountering a SCARAB installation, a red line will appear on your Instrument Control Console, directly under the Enemy Activity Monitor. As you weaken the Installation's defense capabilities, this line will decrease in length. Use this monitor to help you strategize and conserve your resources.

Mega-Weapon Charge Alert - When the Installation's mega-weapon is nearing full charge, the word ALERT will scroll across your screen. This is your cue to destroy the Installation **QUICKLY**, as you only have a few minutes before the full fury of the Mega-weapon is unleashed against your ship.

Tracer Fire Feedback - Command Central's scouts have determined that most Defense Installations are vulnerable in very small areas. Although specific details are not available, damage to an Installation will always be indicated by a small explosion. Concentrate your fire on areas which give you this feedback, as any other weapon contact is likely to be ineffective.

CREDITS

Credit where credit is due...

Ian Hetherington Managing Director of Development

John White Director of Software Development

Lead Programmer Zafar Qamar

Programmer Paul Frewin Mark Hula

Game Director Paul Hilton

Artist Jerry Oldrieve Chris Brown

Producer Kenny Everett

Music and sound Rik Ede Chris Nicholls
 Paul Franklin Colin Dempsey
 Keith Roberts Jim Bowers
 Digby Rogers Rogan Macdonald
 Nikki Bridgeman Frank Kitson
 Eric Noteboom Nicky Carus-Westcott

Original Artwork Andrew Howes

Q.A. Mark Inman Paul Evasion

Voice Direction Philip Morris

U.K. D.T.P. Keith Hopwood

U.S. D.T.P. Lisa George

Manual Mark Tsai Jim Drewry
 Richard Browne

NOTES

Warranty Information:

Psynosis warrants to the original purchaser only of this Psynosis software product that the media on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Psynosis, Ltd., makes no warranties, either expressed or implied, with respect to the software described in this manual, its quality, performance, merchantability or fitness for any particular purpose. This software is licensed "as is". The entire risk as to the quality of and performance of the software is with the buyer. In no event will Psynosis Ltd. be liable for direct, indirect, incidental or consequential damages resulting from any defect in the software even if they have been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of implied warranties or liabilities for incidental or consequential damages, so the above limitation may not apply to you.

REPAIRS/SERVICE AFTER WARRANTY PERIOD:

If your Sega CD requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Customer Service Department at the number listed below. You will be advised of the estimated cost of repair and receive detailed shipping instructions.

Copyright © 1994

Psynosis, Novastorm, and all other related trademarks, likenesses, and art are trademarks of Psynosis, Limited. All rights reserved.

Psynosis Limited

675 Massachusetts Ave.
Cambridge, MA 02139
Phone: (617) 497 - 7794
Fax: (617) 497 - 6759

PATENTS: U.S. #s 4,442,486/4,454,594/4,462,076;
Europe # 80244; Canada #s 1,183,276/1,082,351;
Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155;
U.K. # 1,535,999; France # 1,607,029; Japan #s 1,632,396.

Who is the primary user?

Name _____

Address _____

City _____ State _____ Zip _____

Age/Date of Birth _____ Male _____ Female _____

Game Purchased _____

Name of store where you bought this game _____

What video game system(s) do you own?

- NES (8 bit) Sega Game Gear TurboGrafx
- Macintosh Super NES (16 bit) Sega Genesis
- Turbo Express MS-DOS Nintendo Game Boy
- Sega CD Atari Lynx

How many games do you own?

- 1-5 6-10 11-20 more than 20

What kinds of games do you like?

- Cartoon & Super-Hero Fantasy/Action
- Fantasy Role Playing Fighting Adventure
- Futuristic Movie-Based Puzzle/Solving Shooter

What video game magazines do you read?

- Electronic Gaming Monthly Electronic Games
- Game Players GamePro Sega Visions
- Video Games and Computer Entertainment

Any suggestions for a new game? _____

How did you hear about this game? _____

If you could change this game what would you do? _____

Where do you get your gaming information? _____

Psygnosis Limited

675 Massachusetts Avenue
Cambridge, MA 02139

PSYGNOSIS
675 MASSACHUSETTS AVENUE,
CAMBRIDGE, MA 02139

PLACE
STAMP
HERE

SEGA AND SEGA CD ARE TRADEMARKS
OF SEGA ENTERPRISES, LTD.
ALL RIGHTS RESERVED.

THE VIDEOGAME RATING COUNCIL, ITS RATING SYSTEM, SYMBOLS AND INDICIA ARE
TRADEMARKS OF SEGA OF AMERICA, INC. © 1993 SEGA.

PATENTS: U.S. #s 4,442,486/4,454,594/4,462,076;
Europe # 80244; Canada #'s 1,183,276/1,082,351;
Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155;
U.K. # 1,535,999; France # 1,607,029; Japan #'s 1,632,396.

©1994 Psygnosis, Limited. NOVASTORM and all other related
trademarks, likenesses, and art are trademarks of Psygnosis, Limited.
All Rights Reserved. Psygnosis, 675 Massachusetts Avenue,
Cambridge, MA 02139

Manufactured in the U.S.A.